

ABSTRACT:

Method of displaying an output image of a scene from a freely selectable viewpoint.

A number of input images of a scene is taken from different viewpoints.

A respective model of the scene is made for each input image. The model contains descriptions of the location of surface patches in the space of the scene, substantially each surface patch corresponding to a set of pixels in the input image. A viewpoint is selected and
5 views are taken from the viewpoint, each of a respective input images according to the corresponding model. For each pixel in an output image one of the views is selected and a pixel from the selected view is displayed at the pixel in the output image.

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